
Subject: Re: Points in a rectangle with an angle

Posted by [Craig Markwardt](#) on Wed, 05 Apr 2006 16:53:25 GMT

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JJMeyers2@gmail.com writes:

> Hello,

>

> I have a problem in IDL that I was wondering if anyone has any idea how
> it can be done.

> I have a set of coordinates and I am trying to figure out how many of
> the coordinates are inside a rectangle. I know the coordinates of the 4

> edges of the rectangle but the problem is that the rectangle is at an

> angle in the x,y axis (I know the slope). I can not just say

> coords=where((x LE xmax) AND (x GT xmin) AND (y LE ymax) AND (y GT
> ymin))

> because that will give me coordinates of a rectangle without an angle

> (parallel to the y axis).

> Is there any function in IDL that might be doing that?

Not really, but it's pretty easy to do yourself.

Assume that the rectangle is centered at (XCENT,YCENT) and has a WIDTH
and HEIGHT in its body coordinate system. Also, assume that the
rectangle is rotated THETA degrees counterclockwise from the "world" X axis.

```
;; Translate to center-of-box coordinates (xp,yp)
```

```
xp = x - xcent
```

```
yp = y - ycent
```

```
;; Rotate into box coordinates (u,v)
```

```
u = cos(theta*!dtr)*xp - sin(theta*!dtr)*yp
```

```
v = sin(theta*!dtr)*xp + cos(theta*!dtr)*yp
```

```
;; Do the selection
```

```
wh = where(abs(u) LT width/2 AND abs(v) LT height/2)
```

This takes advantage of the fact that in center-of-box coordinates,
half of the box is left and right of the origin, and above and below
the origin. The only tricky part is getting the signs right, which I
think I did.

Craig

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